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It's an epic high-fantasy novel series that takes place on the world of Krynn, part of the Dungeons & Dragons multiverse. The setting has been popularized by Chronicles and Legends series written by Margaret Weis and Tracy Hickman, with contributions from other authors resulting in over 200 novels. The world of Krynn originated from the Advanced Dungeons & Dragons 1st edition rules, first appearing in the DL series of modules. It continued as a game setting through the Advanced Dungeons and Dragons 2nd edition and Fifth Age products, which used the SAGA system. On Krynn, the eternal war between gods of Good and Evil is joined by mortals and Krynn's true children - the dragons. Wizards take the Test of High Sorcery, knights quest for honor, and heroes are found in ordinary people fighting for their homes and loved ones. As Dragonarmies seek to conquer Ansalon, there remains one hope - the fabled dragonlance. The Dragonlance setting was born, captivating fans beyond the Dungeons & Dragons community. Its popularity even earned a spot on the New York Times' Bestseller list. Initially, it rivaled Forgotten Realms as a go-to setting. However, controversy followed, with some criticizing the original modules for being too guided and others embracing the kender race's chaotic nature. The "update" to the 5th Age and the temporary abandonment of D&D rules sparked Edition Wars-like divisions among fans. Despite this, Dragonlance remains a significant part of hobby history for revolutionizing storytelling, exploring what a world governed by D&D rules would look like, and popularizing epic journeys to save the world. The Dragonlance Campaign Setting is a 3.5 sourcebook published by Wizards of the Coast in 2003. Although technically an official book, it received no further support, with Margaret Weis handling future sourcebooks at Sovereign Press. This very book introduced me to the world of Dragonlance. Welcome to Krynn, where the River of Time carries you through Ansalon's history, a never-ending struggle between chaos and order. You'll join the eternal war between Good and Evil gods, as well as mortal beings like yourself and dragons. Journey with wizards seeking great power, brave knights proving their honor, or discover heroes in ordinary people fighting for their homes and loved ones. Explore mysterious ruins inhabited by terrifying creatures, fly on dragon backs, or choose to fight for good, evil, or balance. Restore lost knowledge, search for powerful artifacts, or face the might of enemy wyrms. The book begins with an overview of the Dragonlance campaign setting. The world is structured into five distinct eras: Starbirth, Dreams, Might, Despair, and Mortals. These periods encompass pivotal events such as the creation of gods, rise and fall of empires, discovery of magic, and shaping of the mortal races. Notably, the current era, Mortals, where people utilize their own abilities for magic, marks a significant shift from reliance on divine powers. Key settings include Ansalon, part of the planet Krynn, which was once an unbroken landmass but now is fractured due to cataclysmic events. This continent harbors diverse regions, from treacherous landscapes to mysterious wildernesses and mountain ranges. The distant continent of Taladas shares some cultural ties with Ansalon. The Dragonlance campaign revolves around two primary themes: Epic Fantasy, where heroic deeds are the stuff of legend, and the eternal struggle between Good and Evil. As the balance shifts, individuals become champions for moral causes, affecting the fabric of history itself. Even in unexpected roles, mortals can defy the gods and shape their own destinies, much like Raistlin did in the Legends trilogy. The forces of Good and Evil may seem absolute, but the workings of the world and human choices can redeem even the most corrupt villains or causes with good intentions. This is what sets Dragonlance apart from other settings, for both better and worse. While one could potentially run a "standard" D&D campaign in this setting, it's not really designed for that. Instead, as shown by The Original Chronicles and Key of Destiny, it thrives on world-saving heroics and long-term decisions affecting the fate of Ansalon. Dragonlance is a low-magic world where magic items are rare and significant because they have their own stories behind them. Arcane magic is tightly controlled due to its destructive potential, and several countries experience periods of peace before being threatened by hostile forces for the PCs to protect. In times of peace, adventure opportunities may be scarce, much like in the Shire from The Lord of the Rings. Dragonlance is suited for a more epic, Tolkienish style of gameplay compared to settings like Eberron, where danger and intrigue are omnipresent. The Dragonlance Campaign Setting begins by exploring the major races of Krynn, including the Humans who were created with free will and known for their diversity and ambition. Humans can be broadly categorized into "Civilized" (urban and agricultural) and "Nomadic" (hunter-gatherer) humans, though these categories are somewhat arbitrary. Just as complex societies exist among nomadic humans, there are also numerous civilizations among other human groups. The Khur, in particular, boasts its own impressive cities. However, nomadic humans tend to be more wary of outsiders due to their historically limited interactions with other groups. Various civilized human nations include the Abanisinians, Ergothians, Kharolians, Solamnics, Nerakans, and Nordmen, each with distinct histories and customs. Nomadic human groups, such as the Plainsfolk, Khurish people, Horselords, Sea Folk, Ice Folk, and Busuk nomads, also possess unique characteristics. While all humans share a common language, they often speak regional dialects in addition to Common. The various ethnic groups within humanity are diverse and complex, with some having their own great cities or being more influenced by the presence of wizards. Nomadic humans tend to worship Chislev, goddess of nature, whereas other human groups have their own unique deities. The Dwarves, an industrious people, traditionally inhabit underground kingdoms. They originated from Gnomish stock when the Graygem of Gargath cracked during the Age of Dreams. Dwarves are proud of their facial hair, place great importance on family and clan ties, and generally adhere to a Lawful Neutral philosophy. Their most revered deity is Reorx, God of the Forge. The realm was cordoned off from the rest of the world, leaving the Neidar as an oppressed underclass. They were relegated to menial jobs and confined to impoverished areas, earning a reputation for being madmen due to their wiry beards and darting eyes. The Hill Dwarves belonged to the Neidar clan, and many fled Thorbadin during the Cataclysm in search of food. However, they were rejected by the kingdom, leading to bitterness and hatred that eventually boiled over into the Dwarfgate Wars. As a result, the Neidar resided among non-dwarven communities and in their own towns, nursing a longstanding grudge against their mountain dwarf brethren. The wizard Fistandantalus' betrayal of the Neidar further fueled dwarven distrust towards wizards. The Dark Dwarves comprised two clans of mountain dwarves living in darkness, known for their evil nature and pale complexion. The Theiwar clan developed an allergy to sunlight around the Age of Dreams, while the Daegar clan sided with rebel Theiwar and were banished. Dark Dwarves possessed the typical traits of PHB dwarves, minus a Charisma score of -4 and a longer Darkvision range. However, they suffered penalties in bright sunlight and had a penchant for stealthy characters. Their light sensitivity was a significant drawback for most campaigns. The Gully Dwarves belonged to clan Aghar, one of the three comic relief races in Dragonlance. They were believed to be the result of gnome-dwarf interbreeding in the Age of Dreams, inheriting the worst traits of both. The name "Gully" referred to their poor living conditions and status. Gully Dwarves resided amidst ruins, sewers, and untouched areas, surviving primarily through hunting and scavenging for food. They were often depicted as incredibly stupid, with limited counting abilities beyond 2. Their lives revolved around simple survival, and they believed themselves to be abandoned by Reorx. Gully Dwarves are often viewed as insignificant in Ansalon, being Chaotic Neutral with no allegiance to either Good or Evil. Their concept of morality is centered around survival, and they appeal to ancestral spirits within objects for guidance. They fight only when forced to, seeking mercy from their enemies. Gully Dwarves are frequently shunned by other races and forced to live on the fringes. The Kagonesti elves were once subjected to brutal treatments by other elven factions, leading them to harbor resentment towards humans and other elves. This has resulted in their disdain for these groups due to constant attacks on their way of life. Notably, the high elves are portrayed as arrogant and discriminatory, embodying every negative stereotype about elves in this fantasy setting. The Kagonesti themselves have distinct traits: they receive bonuses to Dexterity, Knowledge (Nature), and Survival but penalize Intelligence and Charisma. Their favored class is Ranger. On the other hand, Silvanesti elves are isolationist, viewing others with disdain. They excel in scholarly and magical pursuits but find it difficult for others to appreciate their advanced society due to their aloofness. Half-elves, born from human bandit attacks on elven women, often grow up as outcasts between humans and elves. Sea Elves inhabit Krynn's oceans, divided into Dargonesti (Deep Elves) and Dimernesti (Shoal Elves). The latter live closer to the surface and coastlines, characterized by their tall stature, webbed limbs, and gill slits. They reside in various settings, from deep-sea citadels to small family units, showcasing a diverse elven culture within Krynn's vast oceans. Sea elves are feared by sailors as much as sharks due to their formidable reputation as aquatic warriors. They possess standard elf traits but can also swim at human walking speed, breathe underwater, and sense depth without equipment. Their proficiency in trident, net, and longspear, as well as ability to live on land with dehydration penalties, make them unique. Dargonesti sea elves can transform into porpoises, while Dimernesti can become sea otters. Dargonesti also have spell-like abilities for concealment and misdirection, adding to their distinctive nature. Gnomes, on the other hand, are Ansalon's master tinkerers and inventors, having originated from human Reorx worshippers transformed into gnomes due to arrogance. They reside in Mount Nevermind, a dormant volcano, where they pursue scientific innovation using steam power, electricity, and intricate clockwork devices. Their technology is advanced but often complex and unpredictable, with gnomes viewing failures as opportunities for new insights. Gnomish culture revolves around the Life Quest, a singular goal each gnome dedicates to achieving, which can relate to various subjects. Completing a Life Quest earns a revered position by Reorx in the afterlife, while completing multiple ones might lead to exile. Gnomes are talkative and obsessed with their studies, often rushing words together when excited. They're capable of speaking and listening simultaneously but can be frustrating conversational partners due to their tendency to dominate conversations. Mechanically, gnomes have +2 Dexterity and other traits that set them apart from other races. The "absent-minded professor" gnomes lose Strength and Wisdom, but gain in alchemy and a single skill based on their Guild. They're more determined due to intense dedication to Life Quests, granting them a +2 bonus on Will Saves. In contrast, the "mad" gnomes are outcasts with lower Intelligence and Wisdom modifiers, losing Will Saves too. However, they excel at building machinery, gaining +2 on Disable Device and Open Locks. The dislike of gnomes, kender, and gully dwarves among gamers is noted, yet their behavior can be role-played to not disrupt parties. Their advanced technology allows Dungeon Masters to incorporate steampunk elements without disrupting the setting. Kender are curious creatures who view life as a series of adventures. They often disregard safety, with every locked door beckoning exploration and every object an opportunity for discovery. This tendency is known as "borrowing," where they take something that captures their attention, sometimes forgetting whose it was. Their lack of fear and understanding of potential consequences make them unique, though their behavior can vary from likable to annoying, driving people crazy and being chased away. The Kender are a curious species with +2 Dexterity but -2 Strength and Wisdom. They possess an immunity to fear and intimidation, granting them expertise in Spot, Sleight of Hand, and Open Lock skills. Moreover, they excel at provoking others, acquiring a +4 racial bonus on taunt checks. Taunting is a bluff skill that reduces attack rolls and Armor Class by -1 upon success. However, the Kender are poor spellcasters due to their ineptitude in concentration, suffering a -4 penalty. A potential issue with Kender is that they often attract players who engage in undesirable behavior, such as stealing items from fellow adventurers for personal gain. The Afflicted Kender, on the other hand, were traumatized by Malystryx's devastation and lost their innocence. They lose their fear immunity but gain a +2 bonus to Climb, Hide, Jump, and Move Silently checks. Centaurs inhabit Ansalon's plains, embracing life's simple pleasures in a hedonistic manner. Organized into nomadic herds, they speak an archaic version of common. Traditionally residing in Abanasinia, they migrated to Qualinesti and later spread throughout Ansalon's forests. Centaurs are vain and adorn their bodies with jewelry, flowers, and other aesthetically pleasing trinkets. They possess several powerful traits and racial hit dice, effectively making them higher-level characters even before gaining class levels. In the 3rd Edition Monster PC system, Centaurs have a Level Adjustment of +6, indicating they are considered level 6 before taking any class levels. While they boast impressive physical attributes (+8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom), this is largely offset by their awkward quadrupedal form and large size, making them underpowered in practice. Monstrous races like the Draconians are overshadowed by normal ones in terms of power level gains. Draconians themselves are a notable staple in Dragonlance lore. The Dragon Empire's ritualistic practices to create humanoid dragon-people involved the use of metallic dragon eggs, keeping female eggs unhatched for population control, serving in military forces. A key figure named Kang defected and formed Teyr, yet their history makes them less popular among Krynn's races. The ancient ogres of the Age of Dreams crafted the first civilization and empire through sheer force. Initially gifted with physical prowess, they lacked empathy and compassion. A select few underwent a transformation after discovering the value of mercy, becoming the noble Irda (High Ogres). Conversely, those corrupted by the dark energy of Gargath's Graygem twisted into minotaurs. The ogres' malevolent actions eventually led to their downfall, transforming them into brutish creatures. In contrast, the Irda escaped this curse and dedicated themselves to Good, living on a remote island in Ansalon. Irda prefer solitude, disguising themselves when interacting with other races due to lingering guilt from their ogre heritage. They strive for self-control through strict regimens and adhere to vegetarianism as a means of rejecting ogre cultural norms. Despite being blue-skinned and possessing remarkable beauty when unmasked, they struggle with the pangs of evil within. Recent events saw Irda rediscover the Graygem, inadvertently unleashing the primordial god Chaos upon the world, starting the Chaos War. The Irda are now plagued by shame and regret. The mechanics of the Irda reveal a complex racial profile. Physically, they possess Medium size, with notable bonuses to Intelligence and Charisma, but debilitating penalties to Constitution. They have low-light vision and can transform into humanoid creatures for short durations. Additionally, they wield minor level 0 spells as spell-like abilities once per day. In contrast, traditional Ogres embody cruelty and malevolence, believing might is the ultimate virtue. They frequently engage in warlike behavior, raiding other races in a quest for revenge. Historically, they have clashed with dwarves over territory, while humans overthrew their empire, and elves are perceived as the enemies of Light. These Ogres reside in Kern and Blode, dwelling amidst the ruins of their once-proud empire, striving to emulate its remnants. Ogres possess considerable strength and constitution, but are penalized across most ability scores. They operate primarily as melee warriors, boasting impressive reach capabilities. Half-ogres are a less exciting option, lacking racial bonuses and special traits. They're often rejected by both ogre and human societies due to being seen as "soft" or inherently violent. Half-ogres tend to have mixed feelings towards both races, with few other races accepting them. Mechanically, they're Medium-sized with +4 Strength and +2 Constitution, but -2 Intelligence and Charisma. They have low-light vision and a +1 natural armor bonus. Minotaurs are a more interesting race, with a seafaring society that values honor, bravery, and physical/mental strength. They're strongly lawfully-aligned towards evil due to worshipping Sargonnas, the god of vengeance. Minotaurs make natural adventurers, seeking glory through danger and violence. Many sold their services as mercenaries in Ansalon's wars, and their expeditions across the Blood Sea make them a well-traveled people. Minotaurs are Medium-sized with +4 Strength but -2 Dexterity, Intelligence, and Charisma. They have thick hides (+2 Armor Class) and horns that do more damage in a charge. They can gain Scent as a feat, allowing them to detect hidden opponents, and +2 on Intimidate, Swim, and Use Rope checks. Original text rewritten with occasional spelling errors (SE): Dragonlance dos a great job of balancin the line betwen cliché stock fantasy troopes and applyin a new spin on them. The variaty of subraces for the main groups, such as the dwarven clans, is welldone. The presense of monstrous races as character options, plus their usability in certian realms on Ansalon, is a neat addishun as well. On the oder hand, the races are not balancd agenst each othir. Some races ar clearly beter choises than othirs, whiile some hav stats which box them into a specifik and narrow class role. The Gully Dwarf cant realy do anythin good whitch isnt highly situational, and the "monstrous" races overall hav too high Level Adjustments. Next time, Chapter Two: Classes & Feats! Nice one. Overall, it seems they reduced the elf racism a bit compered to 2e - or is genocide as a common practis still in? Also, I stil dont buy the kender: I'm shure that after the city guard cut of his second hand as well, a kender will understand that takin stuff othir people hav on their person or in their homes is a bad idear. Even if they dont understand why it pisses evrybody off. Mechanics-wise Irda are Medium size, have +2 Intelligence and Charisma but -2 Constitution, low-light visishun, can take the form of a humanoid creature Small to Large size 3 times a day (duration is indefinite), and can cast several minor level 0 spells as spell-like abilities once per day each (detect magic, flare, ghost sound, dancing lights, light, and mage hand). They have a +2 Level Adjustment, which to me is too high (I dont think that they deserve a Level Adjustment at all, personnaly). If youre usin the rewritten version in Races of Ansalon, whitch lets them use Change Shape to become Monstrous Humanoids or Giants, theyre pretty greit; you can go arond as a Aarakocra (90' flight, somewhat dubishun since they're from anither game world), Cave Troll (40' move, Large size, 3 natural attacks, dazing blow, improved grab, pounce, rake, rend), Gargoyle (60' flight, 4 natural attacks), or Phthisic (30' move, Large size, 3 natural attacks, Int-damaging bite) all the time. If youre not, uh, you can pretend to be an Avariel but with wors stats and 1 less level adjustment? Also dubishun since they're from anither game world. The minotaur race makes for a cool character. You can either do the honorable evil charachter, or the honorable pirate, sort of cliche, but it works. Most of the time, I take a levul in mariner for flavur (just my personal opinuin), but this charachter can show up just abut ennywhere in enny era (well at least after the Cataclysm). Nom nom. Dragonlance Campaign Setting: Classes & Feats Overview This chapter explores how Player's Handbook classes fit into the Dragonlance world, including new core classes, prestige classes, and feats. Here, we'll delve into the existing classes, such as Barbarians, Bards, Clerics, Druids, Fighters, Monks, and others. Barbarians are skilled warriors who thrive in wilderness survival, often revering nature deities or practicing animism and ancestor worship. They're common among nomadic humans, Kagonesti elves, and ogres. Bards serve as historians and folklorists, keeping legends alive through song and poetry. Their ambient magic can only be cast in the Fifth Age, with no healing spells due to their exclusive province of the Gods. Clerics worship one of the 21 Gods of Light, Balance, or Darkness, serving a specific deity rather than an abstract cause. They require a Medallion of Faith to cast higher-level spells and turn undead. The gods created the world, and every holy symbol is a Medallion of Faith, signifying devotion. Removing a medallion from a Cleric's neck inflicts 2d4 points of divine damage on the aggressor. Druids are nature-specialized priests, worshiping deities like Habbakuk, Chislev, Zeboim, or Morgion. They don't need a Medallion of Faith and are often found among nomadic humans, centaurs, and Kagonesti elves. Fighters on Krynn have some differences from other settings, with most members of the 3 major Knighthoods having levels in this class. Monks are rare and isolated, seeking enlightenment within self-sufficient communities. Most Krynnian monks adhere to Lawful Good or Lawful Neutral principles and worship Majere. Monastics belonging to Claren Elian are typically found within human, half-elf, or minotaur populations. Due to the existing presence of Solamnia's Knights, paladins are usually unavailable but can be permitted for exceptional champions of light deities (such as Kiri-Jolith), requiring worship to access spells. Rangers roam Ansalon, necessitating devotion to a nature deity for spellcasting privileges. They've also gained the option to focus on organizations rather than traditional foes like monsters, with notable examples being the Knights of Neraka or the Order of the White Robes. Rogues in this setting encompass thieves, swindlers, and highwaymen, navigating life through cunning means. The concept of "Handlers," Kender rogues, diverges slightly from standard thieves by disregarding monetary value for their thefts and often forgetting to return items. Sorcerers, or Primal Sorcerers, wield arcane power without reliance on the Moons of Magic, tapping into ambient magic within the world of Krynn through a form of magic called "Primal Sorcery." This method is older than High Sorcery but saw its influence wane among mortal races after the creation of Wizard Orders by the Gods of Magic. With the Graygem's cracking and the introduction of Chaos, primal magic levels increased, allowing mortals to tap into it once more. Sorcerers derive their powers from tapping into the ambient magic around them rather than hereditary bloodlines, contrasting with traditional D&D standards. Wizards, on the other hand, draw spells from one of the three Moons of Magic, though affiliation with High Sorcery Orders isn't necessary for Wizardry. Many hedge magicians practice minor spells without connecting to these orders, while powerful wizards are required to undergo the Test of High Sorcery, pledging allegiance to either White, Red, or Black Robes factions or risk being branded renegades and hunted down by authorities like the Knights of Neraka. Among the elves, Irda, and Theiwar dark dwarves, magic is deeply revered. In Dragonlance, magic is a rare and precious gift. Commoners, Experts, and Warriors are available NPC classes, with no Adepts. The Aristocrat class has a PC variant called Noble. Two new core classes emerge: Mystic and Noble. Mystics are divine sorcerers who tap into divine magic without worshipping a deity. They awaken to their powers through introspection and self-discovery. Mysticism was reintroduced in Chaos. A mystic can worship or not, but their spells remain independent. Mechanics-wise, they're like clerics, except for heavy armor proficiency and turning undead. Instead of preparing spells daily, they gain them spontaneously upon leveling up. Mystics can choose one cleric domain, gaining its benefits and learning the associated spells. Those with the Sun domain can turn undead. Overall, this class is solid in both flavor and mechanics. Nobles are members of society's upper class, born into regency or wealth. Fluid egalitarian societies lack nobility, as it's hereditary. Nobles are a poor man's Bard, with average BAB, good Reflex and Will Saves, and robust skills incorporating social and knowledge ones. Their features include Bonus Class Skill and Favor, an open-ended d20 roll against DC to call in services. plots dont always fail. a noble gets better at rollin every few levels. Inspire Confidence lets you give friends (like bards do) bonus's to rolls for like 5 rounds, while Inspire Greatness is kinda the same but gives all buddies a bonus on saving throws and lasts 5 rounds too; it shows up 2 levels later. Coordinate gets more powerful as it helps you on certain checks every few levels (+7 at 20th level), that's about it though. The Noble class is pretty weak and not really needed 'cause Bards and Paladins can do the same stuff better. If you wanna be a noble, just make it part of your backstory while being a Bard or Fighter or whatever. The three tiers of Knights embody distinct virtues: honor and obedience for the lowest tier, truth and justice for the middle tier, and wisdom and justice for the highest tier. The first tier, consisting of heavily-armored fighters, excels at withstanding fear effects, while their capstone ability grants a daily combat buff. The second tier combines clerics and crusaders to smite evil, turn undead, and cast spells as the god Kiri-Jolith grants divine power, with a capstone that treats weapons as holy. The highest tier is led by Knights of the Rose, emphasizing wisdom and justice, with leadership abilities and bonuses to allies. They have full casting progression and divination spell-like abilities reflecting their judgment and adherence to their oath. Their capstone ability grants complete immunity to harmful compulsion spells and a daily foresight effect. Despite their potential, excessive multi-classing can be cumbersome. A later sourcebook revised the Knight prestige classes into independent classes that were more welcoming to other classes besides Fighter and Cleric, eliminating entry tests in favor of role-playing determined by individual groups and DMs. The Knights of Neraka were formed by Ariakan, son of Emperor Ariakas of the fallen Dragon Empire, after being influenced by Solamnic traditions. The Knights of Neraka, previously devoted to Takhisis/Tiamat, now aim to dominate Ansalon under the principle of continental domination. Their creed is guided by three main tenets: the Vision, Blood Oath, and Code. These principles shape their conduct towards others. The order has evolved into three distinct groups: Knights of the Lily (warriors), Knights of the Skull (mystics), and Knights of the Thorn (sorcerers). Unlike other knightly orders, members can take Prestige Classes independently, allowing for versatility. To become a Knight of Neraka, one must adhere to Lawful Evil alignment. Certain races, including gnomes, kender, and draconians, are barred from joining. The Knights of the Lily grant Sneak Attack damage, resistance to fear effects, and immunity to becoming flat-footed or surprised. Their 10th-level capstone ability renders them immune unless all nearby Knights share this immunity. The Knight of the Skull is a divine caster with full progression, minus one level at 1st level. They can smite good-aligned enemies, discern lies, rebuke undead, and treat all wielded weapons as unholy by 10th level. The class lacks unique features but sacrifices only one level compared to a Mystic. The Knights of the Thorn, donning ash-colored robes, are the dominant force in Ansalon's arcane community. As seers, they use magic to uncover secrets about individuals and their place within the order. This makes them adversaries of the Orders of High Sorcery. As a pure wizard/sorcerer, entry is not feasible without a solid Fortitude Save (+4) and proficiency in all martial weapons and heavy armor. However, Thorn Knights make up for this by having full casting progression, reduced arcane spell failure while wearing armor (maximum -20% at 8th level), and other perks like automatically learning certain spells, additional divination capabilities, and the ability to channel touch spells through their weapons. At 10th level, they can add their caster level as a bonus to a single d20 roll once per day. The Legion of Steel is the youngest knightly order, formed after the Chaos War by Steel Brightblade and disillusioned knights from other orders. They are populist and working-class oriented, allowing anyone to join regardless of race or social status. Instead of a written code, they follow Sara's Legacy, an orally-spoken ideal that emphasizes standing against injustice, gaining strength through knowledge, having courage to do what is right, and helping their communities. As a prestige class, the Legion of Steel is easy to qualify for: you must not be evil-aligned, meet basic attack and saving throw requirements, and have some ranks in Bluff and Diplomacy. This 3-level prestige class grants Legion Knowledge, Favored Enemies (enemies of the Legion), and bonuses on interaction rolls with working-class and poor people. At 3rd level, you gain an apprentice that works like a cohort, allowing for effective control of a second PC. The Wizards of High Sorcery are one of Ansalon's most powerful, venerable, and feared organizations. During the Age of Dreams, they fought alongside the elves during the Second Dragon War, unleashing devastating magic that killed many dragons but also countless innocents in the crossfire. Following a catastrophic event, Nuitari recognized the significance of guiding powerful magic to prevent similar disasters. They took on new roles as Gods of Magic and taught Scions to harness their abilities through the Moons. These Scions learned magical arts and formed the Order of High Sorcery, establishing five Towers to facilitate knowledge accumulation and teaching. The three orders emerged: White Robes (Solinari devotees), Red Robes (Lunitari devotees focused on balance), and Black Robes (pursuing magic without moral constraints). Despite differing alignments, all Orders prioritized magic above all else. Wizards can gain prestige class levels after completing a Test. Requirements include aligning with their Robe's principles, preparing spells from favored schools, and acquiring two metamagic or item creation feats. Upon completion, Wizards receive a free magic item, enhanced spellcasting, and access to Tower libraries and laboratories (although Wayreth is the only existing Tower). Additionally, they can learn unique Secrets related to their Order at every 3rd level. These Secrets grant abilities that are added to spells and tied to their order. For instance, Red Robes' Magic of Deception makes divination detection harder, while Black Robes' Magic of Darkness converts half the damage of a spell to negative energy. Some Secrets can even provide free metamagic abilities without increasing caster level. The powerful Magic of Hunger from the Black Robe allows Wizards to prepare an additional spell per day by suffering Constitution damage equal to the spell level, with recovery required naturally. The Black Robe prestige class allows Wizards to gain free spells by effectively playing their cards right, but they also face significant penalties, such as a -20% reduction in experience points earned until the next level, and they can no longer learn Secrets of their abandoned order. A Wizard of High Sorcery no longer needs to specialize in a school to attain this prestige class, but it does not gain enhanced school specialization. This class is very powerful and supplements the abilities of the Wizard core class. In role-playing terms, Wizards may not like being part of a centralized hierarchy overseeing them. The prestige class can also be used to create new Medallions for Clerics, even those of another deity, although this is considered a rare occasion. Attempts to forcibly remove a medallion from a Cleric's neck deal 2d4 points of divine damage to the aggressor, while stabbing them does not. Stealing or murdering a cleric is seen as an act against that cleric and their respective god. The Dragon Rider prestige class is introduced in this section, which discusses its tradition of dragons battling alongside humanoid warriors. Late-level requirements for Prestige Class include a +10 Base Attack Bonus, riding a dragon, and Leadership, Mounted Combat, and Resist Dragonfear feats. This class demands planning between the player and DM, particularly with the "ride a dragon" prerequisite. In terms of game mechanics, it excels due to its unique features. As a cohort, the rider receives a dragon mount with specific restrictions: age, alignment, and size requirements must be met for the dragon to cooperate as a mount. This cooperation unlocks benefits such as bonus hit dice, strength, natural armor, feats, and telepathic communication between the rider and mount, allowing them to act on the same initiative and become immune to flanking attacks. The ability to engage in flight compensates for melee fighters' shortcomings, particularly when combined with the Tremendous Charge feat. Dragons also possess minor spellcasting capabilities, making this a well-rounded martial PrC. In contrast, The Inquisitor is an all-around spy and investigator requiring ranks in three investigation-related skills (Sense Motive, Knowledge-Local, and Gather Information), a +3 BAB, and non-chaotic alignment. This class offers trap sense and uncanny dodge progression, Extreme Focus ability, and synergy bonus to a skill of choice. The Legendary Tactician class excels at strategic warfare. Its capstone ability grants an intuitive logic skill similar to divination, with an 80% chance of success. In contrast, this class is not particularly valuable aside from its Extreme Focus feature. On the other hand, the Legendary Tactician's leader abilities make it stand out as a true leader on the battlefield. Laurana, known as the Golden General, exemplifies this trait perfectly. She was a powerful leader during the War of the Lance and successfully led her forces against Takhisis' army. Earning the Legendary Tactician class is relatively straightforward, requiring only four ranks in Diplomacy, a base attack bonus of +5, the Leadership feat, experience in major skirmishes involving at least ten people on each side with one defeat, and a group of five loyal soldiers. These requirements are easily met through the Leadership feat. In terms of features, the Legendary Tactician provides buffs to its allies, such as inspiring courage, rolling twice against fear-based effects, bonuses to Constitution checks during forced marches, and morale boosts when retreating from attacks. However, these benefits are often minimal and may not have a significant impact on the battlefield unless stacked with other bonuses. The Righteous Zealot class is driven by fanaticism towards their cause. They view themselves as saviors and hope to recruit others to join them in reshaping the world according to their ideals. The last Kingpriest of Istar serves as an iconic example of this mindset. Acquiring the Righteous Zealot class requires ranks in several social skills, with Concentration and Diplomacy being the most important at eight ranks each. Unfortunately, this class is designed for bards and clerics but does not grant any spellcasting progression, making it less valuable overall. The Righteous Zealot's signature ability is Oration, a limited-use mind-affecting skill that functions similarly to Bardic Music, but with the added twist of being based on Diplomacy instead. As you progress through levels, new abilities are unlocked, such as mesmerizing crowds, bestowing confusion effects through verbal trickery, and instilling suggestions in enthralled individuals. The Orator class features bonuses to Leadership and against mind-affecting magic, adding Charisma modifier to a single saving throw. Additionally, it allows for rerolling one failed roll per day at level 10. However, this class is underpowered due to limited uses of Orations. If full casting progression was added, it would improve the class. Other prestige classes like Dragon Rider and Knights of Solamnia offer more exciting options. Moving on to feats, there are only 13 in total. Some are situational or underwhelming, but others stand out. The Draconian Breath Weapon allows for a powerful line or cone attack, while Hulking Brute enables Half-Ogres and Minotaurs to treat themselves as Large when advantageous. Flyby Breath and Strafing Breath cater to dragons, allowing them to use their breath weapon freely during movement. Fighter-specific feats like Spear of Doom and Tremendous Charge are valuable, especially when combined with a true dragon mount. Lastly, Reserves of Strength is a boon for spellcasters, enabling them to increase their Caster Level in exchange for being stunned for the same duration. As arcane magic users tap into their own inner strength, their ability to cast spells can exceed normal limits. This means a wizard who has reached the level of casting Fireball spells could potentially cause up to 12d6 damage. Naturally, this leads to players seeking out optimal combinations and strategies. Meanwhile, if you are somehow immune to being stunned, you would take damage instead. One's thoughts on these feats have been largely positive, as they offer many effective choices for players. However, the final four prestige classes do not quite live up to expectations. The Dragon Rider stands out as a notable exception, offering both power and thematic interest within the context of a Dragonlance campaign. Turning our attention to Chapter Three: Magic! This chapter delves into the various forms of magic found in the world of Krynn. While it does include new game mechanics such as spells, domains, and magic items, its primary focus is on the history, origins, organizations, and practitioners behind these magical arts within the setting. One of the refreshing aspects of this chapter is its integration of game mechanics with the broader context of the world. Unlike many other settings that separate these elements or merely present them as an add-on ("New Races Here!", "New Cleric Domains!"), Chapter Three seamlessly weaves them together, providing a richer and more immersive experience for players. Interestingly, this form of magic involves direct manipulation of creation, making it incredibly powerful yet also subject to limitations. The deities themselves created the Curse of the Magi to prevent mortals from abusing this power. This is essentially akin to the "fire and forget" method of spellcasting, where wizards learn a spell only once, then cast it once before needing hours of rest to regain access to their magical repertoire. Sorcerers, while able to intuitively recall their spells, also face physical exhaustion when running out of available spells per day. The art of high sorcery is an arcane magic that's channeled through the three moons of magic. The Orders of High Sorcery were created by Solinari, Lunitari, and Nuitari, governed by strict rules including mutual respect among wizards, shared places for practicing their craft without using spells against each other in anger, and understanding that conflicts may arise outside these walls but are between orders or individuals, not within the brotherhood of High Sorcery. The rules governing the Towers were established to minimize conflicts among the Orders and create a secure environment. The towers were constructed in areas believed to contain high concentrations of magical energy, attracting nearby communities and eventually giving rise to ancient cities such as Daltigoth, Palanthas, and Istar. Each tower featured an enchanted grove around it, serving as a first line of defense, and its master was taught a unique spell that would render them immune to detection. The properties of these groves varied, with the Istarian grove inducing short-term memory loss, while the Daltigothian grove put intruders into a deep slumber. In contrast, the towers of Wayreth and Goodlund were built in relatively isolated locations. Following a devastating war against the Orders led by the Kingpriest of Istar, only Wayreth survived. Later, Raistlin regained control of the Tower of Palanthas during the early Fifth Age. As the world was ravaged by Takhisis's theft, wizards lost their powers and the Order disbanded. During this period, many wizards turned to primal sorcery or abandoned the practice altogether, with some meeting a brutal end at the hands of their enemies. The Order was reformed after the deities' return, but these losses led to a decrease in centralization. Wizards whose magic is tied to the Moons experience fluctuations in power based on the Moon's phases. When the full Moon is present, they are more powerful, while during the quarter-Moon period, their abilities remain normal. However, during High Sanction or Low Sanction phases, their spellcasting and saving throws are augmented. Furthermore, when multiple moons align, the effects are amplified, granting bonuses to spellcasting and saving throws that can be substantial. In our group, we never employed a book-keeping method for determining moon positions. Instead, they presented an alternative that uses a d20 to determine the phase. This approach is known as "wild magic" or primal sorcery. It's an ancient form of magic that draws directly

and its results are quite versatile. Get ready to unleash your inner sorcerer with these open-ended spells that require no experience points or material components! We've got a range of straight damaging spells, including lightning-themed ones like Crackling Sphere, Electrical Storm, and Shocking Spark. Dalamar's Lightning Lance lets you throw electrical javelins at opponents in just one round. Plus, Elemental Dart shoots darts of energy types (except sonic) against foes, while Stone Shards turns normal rocks into exploding splash weapons. Many spells have vague casting times, specifying "1 action." This could mean a standard, move, or full-round action - the uncertainty adds to the excitement! While some spells may be limited for their level, there are still some nifty ones and plenty that tie into the setting's history. That's something we can appreciate. Now, let's talk special materials from Ansalon. The chapter gives us a brief overview of unique materials used in forging mighty weapons and armor, including legendary Dragonlances! One such material is Dragonmetal, found beneath the Stone Dragon monument in Foghaven Vale of Southern Ergoth. This silver metal is lighter than steel, with game stats similar to mithril. When fashioned into a weapon, it grants a natural +2 enhancement bonus on attack and damage rolls - but this doesn't stack with magical or masterwork enhancements. We also have Star Metal, a blue ore found in meteorites that's prized by alchemists, craftsmen, and prospectors. It's treated as adamantine for forging weapons and armor. Then there's Ironwood, which comes from unique trees in Abanasinia and Qualinesti. This material is light like wood but hard like steel, with its creation process being a closely guarded guild secret. Ironwood is treated the same as Darkwood. Last but not least, we have Silver and Cold Iron - these two materials are used for crafting armor and determining cost for forging. They're not as flashy as some other materials, but they still get the job done! In the same realm, several unique magic items were introduced throughout a chapter. Given Dragonlance's low-magic setting with a rich history spanning days of yore, these items aren't "common" in any sense. The Frostreaver axe is one such item, forged from the natural glaciers of southern Ansalon by the Ice Folk during their endless war against the walrusmen known as the thanoi. Its prowess varies greatly depending on temperature; it's a +4 greataxe at temperatures below 40 degrees Farenheit but degrades into a mere +1 weapon in higher temps. Due to their rarity and significance, several Frostreavers exist, each closely guarded by the Ice Folk. The Staff of Magius is another highly infamous magic item within Krynn. During the Age of Despair, it was gifted along with the Dagger of Magius to Raistlin after he passed his test. Later wielded by Palin Majere during the Chaos War, its whereabouts remained a mystery until its eventual disappearance. The Staff's capabilities include granting a +2 Quarterstaff which allows for Enlarge spells that manipulate light, air, or minds three times daily, and provides a +3 deflection bonus to armor class. Notably, it imposes a negative level on any non-arcane caster who wields it. Its behavior varies depending on the wielder but isn't reflected in its game stats. The Nightjewel is a minor artifact given by the master of the Tower of Palanthas, granting immunity to fear and allowing one to traverse the Shoikan grove without succumbing to its intense fear effects or being affected by its undead inhabitants. However, this immunity disappears if the wielder draws a weapon or casts a hostile spell within the grove. Lastly, the legendary Dragonlances hold significant value, originally created during the Third Dragon War for the sole purpose of killing dragons. Their historical significance was cemented after Human Knight Dragonbane used one to defeat Takhisis in her five-headed dragon form. As the universe unfolded, the deities of Good, Neutrality, and Evil sought to assert their influence over the spirits. Takhisis, the God of Evil, aimed to dominate the spiritual realm, while Gilean, the God of Neutrality, advocated for free will, allowing souls to choose their own path. The conflict escalated into the All-Saints War, with Chaos delighting in the chaos from afar and the High God watching with concern. To bring an end to the war, the High God called for a compromise, bestowing one gift upon the souls: physical forms, enabling them to shape their reality and interact more closely with the deities. The Gods of Good granted life and physicality, while those of Neutrality bestowed free will, and the Gods of Evil offered limitations such as hunger and thirst. The gods created the world of Krynn as a realm for physical beings to inhabit. However, Chaos continues to lurk at the edges of creation, seeking to undermine reality and the deities' work. In terms of cosmology, Dragonlance features three Outer Planes, each corresponding to one of the moral alignments: Good, Neutrality, or Evil. None of these planes can be accessed through mortal magic; instead, portals to the Abyss on Krynn are rare artifacts, and the most common means of entering the Outer Planes is via the Gate of Souls, a portal for spirits that flows in a constant cycle of life and death. The Ethereal Plane is part of the larger Ethereal Sea, which stretches beyond even the gods' understanding. There are 21 deities in total, with seven representing each moral alignment. The High God remains an enigmatic entity whose plans are unknown to the other deities, while Chaos does not grant prayers but has otherworldly minions infused with its power. Paladine, the Lawful Good god of metallic dragons, good, law, light, and protection, leads the gods of Good by example. His power is rivaled only by Gilean and Takhisis. All dragons, including chromatic ones, are considered his children. Historically, Paladine served as a judge, lawyer, and advisor, wielding a longsword and governing over virtues like goodness, justice, and protection. His followers, clerics, must adhere to the Good alignment to receive magical powers. However, with the onset of the Age of Mortals, Paladine became mortal himself, no longer capable of granting spells. Branchala is the deity associated with art, music, poetry, and joy, inspiring his followers to promote literature and speech among the people of Krynn. His clerics are known for hosting festivities and celebrations, particularly in elven and kender communities. Armed with a rapier, Branchala's domains encompass chaos, goodness, luck, and cunning. Habbakuk is revered as the Fisher King, overseeing all living creatures and governing over aspects like animals, water, passion, and rebirth. His followers are split between clerics and druids, with neither having a formal hierarchy. They often venture out alone to understand nature's ways better. Habbakuk is associated with phoenixes and holds significant importance in coastal communities, wielding a scimitar. Kiri-Jolith embodies honor, justice, obedience, and righteous warfare, making him a favorite among the knights of Solamnia. His followers train daily to protect others from evil and actively seek out tyrants, using their martial prowess to vanquish wickedness. Kiri-Jolith's domains include goodness, strength, and war, with his favored weapon being the longsword. Majere serves as a god of discipline, loyalty, and righteousness, often acting as a wise mentor to other deities. His followers live in isolated monasteries, adhering to vows of poverty, obedience, and chastity to focus on enlightenment and contemplating goodness. Many martial artists are devoted to Majere's cause, seeking self-discipline and harnessing their inner strength. Majere, a deity revered for good, law, and meditation, utilizes unarmed strikes as their favored weapon. They embody the principles of compassion, healing, fertility, and community, inspiring devotion across Ansalon. Their clerics are actively engaged in bettering local communities and providing care for the vulnerable. The Goddess Mishakal is associated with healing, community, protection, and good, wielding a quarterstaff as her favored weapon. Her followers believe in offering divine healing to all individuals, regardless of their moral alignment. In return, they accept tithes from those who can afford it. Mishakal's clerical hierarchy is more centralized than other gods' priesthoods, led by the Chosen Prophet and served by a council representing various regions across Ansalon. They harbor disdain for Morgion and his followers, who seek to spread disease and decay. Sol-inari, the Lawful Good deity of magic and patron of the Wizards of the White Robes, seeks to disseminate magic throughout the world. He teaches his wizards that magic should be a gift to benefit all, promoting good works and seeking out lost knowledge. The neutral goddess Chislev is revered by every animal and plant on Krynn, with the four seasons reflecting her moods. Her priesthood primarily consists of druids protecting wilderness plots and a few clerics living in small farming communities, striving to prevent land desecration through mundane or magical means. Chislev has a harmonious relationship with Habbakuk but harbors animosity towards Zeboim, who engaged in combat during the All-Saints War. Her favored weapon is the shortspear, and her domains are Air, Animal, Earth, and Plant. Gilean serves as the leader of the Gods of Neutrality, representing knowledge, free will, and balance. He possesses the Tobril, a sacred text containing creation plans gifted by the High God. Gilean's priesthood typically functions as librarians, scribes, and guardians, intervening only when creation laws are challenged. They firmly believe in spreading knowledge and information, opposing restrictions on education and book burning. The quarterstaff is their weapon of choice, with domains such as Knowledge, Liberation, and Protection. Lunitari, the goddess of magic and the Red Robes, seeks to promote magic worldwide and maintain a balance between good and evil. The Red Robes prioritize knowledge and magical promotion, with a larger following than their white or red counterparts. She is also mischievous, using illusions to entertain herself and others. Reorx, the god of creation and technological innovation, is a neutral deity who has a significant influence among dwarves. Dwarven priests have a strong say in community affairs, and they are known for producing excellent weapons. Gnomes also respect him as the greatest god. Clerics must create an object to honor Reorx during their lifetime, which often takes years to complete. His favored weapon is the warhammer, with domains such as Earth, Fire, and Forge. Shinare, a Lawful Neutral goddess of commerce, industry, and wealth, has followers who are hardworking and industrious. They use business acumen for community growth and must pay taxes and tithes on time to avoid pursuing selfish practices that can cause widespread suffering. She is respected and admired throughout most of Ansalon due to her close relationship with Reorx and Sirrion. Her favored weapon is the light mace, with domains such as Law, Luck, and Travel. Sirrion, a Chaotic Neutral god of creativity, passion, and fire, grants divine inspiration to artists and others. He also has domain over fire, which can be an element of cleansing, renewal, and transformation. Fire can destroy everything in its path, so it is important to use it with caution. The deity known as Zivilyn is a neutral entity associated with wisdom, foresight, and prophecy. His symbol is the World Tree, which serves as a metaphor for his all-encompassing insight into the universe. He is depicted as being in control, having branches that reach across every time and place, and he maintains an aura of calmness. Zivilyn's role extends to helping combat uncontrollable fires and acting as matchmakers for individuals who are in love. His followers view him with great respect, and his priesthood is hierarchical. They serve as counselors, mediators, philosophers, and diplomats within their communities, taking on the roles of judges and advisers where necessary. Zivilyn's domains include Insight, Knowledge, and Meditation, reflecting his emphasis on promoting individuals to look inward for understanding rather than seeking it through external means. His favored weapon is the quarterstaff. Takhisis, often referred to as the "Mother" of Darkness, embodies evil and serves as a Lawful Evil deity associated with hate, darkness, tyranny, and chromatic dragons. Her ambition has led her followers to attempt world domination on several occasions throughout Krynn's history. Takhisis' favored weapon is the heavy mace, and her domains include Destruction, Evil, Law, and Trickery. To worship Takhisis, one must have an evil alignment. During the Age of Mortals, she was instrumental in stealing away the world but was eventually killed by Silvanoshei when cursed with mortality by the other deities for her crimes. Chemosh is another deity associated with death, the undead, and murder. He initially sided with Takhisis during the All-Saints War and has continued to play a role in Krynn's history. The dark gods of evil have their own agendas in Dragonlance canon. Chemosh is one such deity who presents eternal life to mortals as a promise, with his priesthood operating secretly and denying the existence of any afterlife. He claims the other gods are liars, that souls do not exist beyond death, and only he can grant people an everlasting existence. In contrast, Hiddukel is the Chaotic Evil god of deception, promoting ill-gotten wealth and serving as the patron deity of dishonest merchants and thieves. He constantly seeks bargains, promising individuals their heart's desire in exchange for servitude, often tricking people into becoming his followers. Morgion stands out as the Neutral Evil god of decay, disease, and suffering. Even fellow evil gods refuse to associate with him due to his isolationist nature. He resides in a Bronze Tower within the Abyss, where he plots and schemes in secrecy, using pestilence and plagues to spread fear among Ansalon. Nuitari is the Lawful Evil god of magic and the Wizards of the Black Robes. He gains followers by promising them more power than Solinari or Lunitari can provide, and that his brand of magic offers unparalleled abilities. The gods in Krynn are often seen as having domains that dictate their roles. Sargonnas, the deity associated with vengeance and conquest, is said to be worshiped among Minotaurs under the name of Sargas. His influence extends beyond these individuals, however, with some viewing him as a god of strength who rewards the powerful. The gods in Krynn are often seen as having domains that dictate their roles. Sargonnas, the deity associated with vengeance and conquest, is said to be worshiped among Minotaurs under the name of Sargas. His influence extends beyond these individuals, however, with some viewing him as a god of strength who rewards the powerful. The Black Robes claim that their moon's radiance is the brightest of them all. Sargonnas is the Lawful Evil god of vengeance, conquest, strength, and rage. He is a militant deity who demands strict obedience from those who follow him. Among Minotaurs, he is viewed as one who rewards the strong with power, while non-Minotaurs often see him as a deity of vengeance. His favored weapon is the greataxe, and his domains are Evil, Fire, Law, and War. The inclusion of fire might seem out of place, leading many to believe that Strength would be a more suitable domain for this god. Zeboim, on the other hand, is the Chaotic Evil goddess of wrath, the sea, and storms. She is feared by civilizations in the sea and appeased by sailors who hope to avoid her anger. Her priests often extort sailors and shipowners into paying tithes in exchange for good weather or serving on ships to assist passengers in showing proper respect to the goddess. She is hostile to other nature goddesses and divine spellcasters who worship her often conduct elaborate ceremonies where they sacrifice material possessions to the depths of the ocean to honor the Sea Queen. Her favored weapon is the trident, and her domains are Chaos, Evil, Storm, and Water. This concludes the true gods of Krynn. Thoughts so far suggest that the deities overall are a mixed bag with some innovative and interesting ones, but also a sense of sameness among many of them. This includes the use of the same favored weapons and overlapping portfolios between certain deities. However, there is one notable exception: Chemosh's teachings on undeath, which make it more appealing to desperate individuals by implementing rules that prevent travel to the afterlife. Another highlight is Sirron's manifestation of fire as a multi-faceted element of renewal and transformation. The next chapter will focus on Geography, covering the places and nations of Ansalon in the Dragonlance Campaign Setting. This chapter takes a closer look at each of Ansalon's major nations, organized alphabetically, highlighting their systems of government, key population centers, and prominent races. In a D&D setting, these nations were often classified by their moral alignment, which in Dragonlance represents the general tendency of its people rather than just their leaders. The nation of Abanasinia is located in southwestern Ansalon and boasts an indigenous population known as the Abanasinian Plainsmen, inspired by real-world Native Americans. These people unified under chieftains after the War of the Lance to better protect their numbers. The realm also has a significant settler community from Ergoth to Solamnia. One of the most iconic settler cities is Solace, known for its treehouse city where buildings are positioned on massive branches that can be traversed without touching the ground. It was here at the Inn of the Last Home that the Heroes of the Lance began their adventure as they faced off against the Dragonarmies' invasion. Balifor, located at the western end of Goodlund, has been transformed into a volcanic wasteland known as The Desolation by the Red Dragon Overlord Malystryx. It now predominantly consists of monsters like ogres and draconians but still hosts small population centers on its outskirts. The Blood Sea Isles dominate Ansalon's eastern edge, comprising four main isles: Saifhum, Karthay, Kothas, and Mithas. These are inhabited by the descendants of Istarians who fled there. After the Cataclysm, people were left stranded on islands and eventually adapted to life at sea. The massive red storm known as the Maelstrom used to cover a significant portion of the open water, severely hindering trade activities. However, it suddenly vanished following the War of Souls. Saifhum is home to human mariners and pirates who inhabit its rocky terrain with scarce vegetation. A network of carts powered by windsails serves as their primary mode of transportation. Mithas and Kothas are islands that belong to the Minotaur nation, known for their martial culture. They decide on major events through ritual combat, often sailing to Flotsam for supplies before opting to raid Saifhum ships instead. The island of Karthay is uninhabited, featuring hot plains, tall mountains, and rainforests at its peak. It's the domain of the mysterious Kyrie, a race of winged humanoids who keep to themselves. Estwilde is a forested region in north-central Ansalon, located west of Neraka and south of Nordmaar. This rural area is home to tribal hunter-gatherer societies, with three powerful dragons claiming vast territories for themselves. The most prevalent tribes include the Lor-Tai, known for their good-hearted nature but strict taboos that prevent them from interacting with outsiders. In contrast, the Lahutians practice cannibalism on strangers and are considered Chaotic Evil. They view non-Lahutians as cattle to be eaten. The Mountain Barbarians are depicted as being surly and treacherous, engaging in trade with goblins and ogres while harboring a fear of Solamnia's strong-hearted people. The Goodlund region, located in the Desolation, has underground settlements in ancient goblin catacombs, including a town made up of afflicted kender who conduct commando raids against Malystryx's remaining forces. Hylo is a kender nation situated in the forested northern reaches of Northern Ergoth, boasting a well-defended position with its mountain range to the west and open ocean to the east. This region was unaffected by the Cataclysm but instead became saddened by the disappearance of the Gods. It currently hosts a large population of afflicted kender refugees. The region of Icereach in Ansalon has been plagued by tension between those with Kender heritage and the "true" kender, who view their afflicted counterparts as cursed. The true kender reside within the mysterious Tower, a place inhabited by a magical sentience that they consider a close friend. Meanwhile, Icereach is home to the Ice Folk and thanoi, two groups locked in a centuries-old conflict. Two powerful white dragons, Cryonisis and Frisindia, rule over this land and its arctic tundra terrain. In southwestern Ansalon, Kharolis was once claimed by Beryllinthranox but is now ruled by the Knights of Neraka, who hire ogre mercenaries to patrol the border. Unbeknownst to them, the thanoi and human rebels plan to overthrow the Dark Knights. The region is abuzz with excitement as various tribes and cities welcome refugees from Silvanesti, bringing a unique blend of cultures. After recovering from the dark influence of Malystryx, the area has seen a surge in unity, with Khurish tribes setting aside ancient animosities to face new foreign threats together. The region is home to native Khurs, as well as descendants of Dragonarmy officers and a significant Nerakan minority, thanks to its connections to the dark nation of Neraka. Neraka itself is an unforgiving mountain nation in eastern Ansalon, steeped in history and tied to the forces of darkness. The nation was founded by travelers guided by visions from Takhisis, who discovered the magically relocated Temple of Istar and received divine magic. This led to the formation of a massive army under the Dragon Empire's banner, which conquered much of Krynn before being defeated in the War of the Lance. Even after the temple's destruction, Neraka remained a stronghold for those loyal to the Dark Queen, with the Knights of Neraka being a powerful presence. The capital city is now a shadow of its former glory, its once-great temple filled with unknowable terrors that even the Knights dare not approach. The nation's cities are home to monstrous creatures that served in the Dragonarmies, such as goblins, ogres, and draconians, making it a more accepting environment for these groups. Nightlund, formerly an eastern province of Solamnia, was once a peaceful region but was cursed with twilight and gloom when its ruler, Lord Soth, failed to stop the Kingpriest. This led to his transformation into a death knight, ruling over a realm filled with undead in a godless world. The curse was lifted during the War of Souls when Soth rejected Mina's offer and was killed for it. Today, Nightlund is a fertile land once more, though its sinister reputation still lingers. The Tower of Palanthas, one of the Towers of High Sorcery, has been relocated to this region, guarded by undead sentinels. Nordmaar, a tropical nation in Ansalon's far north, is a feudal kingdom ruled by highland horsemen and home to great warriors. Northern Ergoth is a human nation situated on an island off the western coast of Ansalon. It's the oldest known human settlement on the continent, dating back to the Age of Dreams when its empire spanned nearly all of western Ansalon before the Cataclysm. Despite significant losses, Ergoth managed to remain a stable feudal nation. The people are renowned for their maritime skills, and Ergothian merchants can be found across much of Ansalon. In recent times, Ergoth has become the cultural hub of the continent, boasting a prestigious bardic college and a thriving university in its capital city, Gwynned. Unlike other parts of Ansalon, Mina's crusade under the banner of the One God did not reach Ergothian shores. The nation welcomed the return of the deities along with mysticism, and for their part, they put aside theological differences to support the empire. Ergoth's southern region, Sikket'hul, is home to non-evil goblin towns that maintain trade relations with humans but keep a distance from them. Nearby lies the Plains of Dust, once an arid region due to the disappearance of the Maelstrom, where nomadic human tribes related to the Abanasinians and centaurs traditionally resided. The arrival of refugee elves from Qualinesti and Silvanesti has put significant pressure on the region's resources, leading to factional disputes among the elves. As tensions rise, the Qualinesti nation must counter the threat from the newly risen dragonarmy. With the dragons' demise, they've become the dominant force in the region. The write-ups provide insight into Gilthas and Linsha Majere, a Solamnic Knight instrumental in Duntollik's formation. Qualinesti, a forested nation in southwestern Ansalon, is the traditional homeland of the Qualinesti elves. In the Age of Dreams, a faction of Silvanesti elves sought change from their rigid society and created a more tolerant nation in the forests to the west. They maintained good relations with humans and dwarves during the Age of Might but faced hardship in the Age of Despair. During the War of the Lance, they were forced to flee their homes as the Red Dragonarmy invaded. The Green Dragon Overlord Beryllanthranox conquered their nation, but some dwarves and sympathetic Dark Knights helped smuggle elves out before she could destroy them all. This led to a joint attack on the Overlord in her capital city, resulting in her death. However, her massive formed crashed into tunnels below, causing nearby rivers to fill up a new lake. The northern reaches of Qualinesti are claimed by human bandits, with goblins forming an alliance in the south. Sancrist is an island nation off western Ansalon's coast, featuring a mountain range inhabited by gnomes and their city Mt. Nevermind, which boasts technology leagues ahead of other continents. The western section of Sancrist is home to forest and Solamnic settlers, who created the new nation of Gunthar. Castle Uth Wistan serves as its capital, housing the grandmaster of the Knights of Solamnia. A red dragon, Pyrothraxus, resides among the gnomes, whom he rewards with wealth and riches in exchange for studying a living dragon. Schallsea is an island nation off northern Abanasinia's coast, home to the Wemitowuk people, who are related to the Abanasinian Plainsmen. The Citadel of Light, a preeminent center of mystic learning, undergoes repair after the Green Dragon Overlord's assault on its grounds. Schallsea also features the Garden of the Dead, a traditional place where natives send exiles for punishment. Solamnia, a vast and powerful nation in western Ansalon, has its capital in Solanthus. However, Palanthas is its greatest city, situated in a scenic port town surrounded by mountains that miraculously escaped the Cataclysm with minimal damage. This hub of civilization boasts an impressive Great Library managed by clerics of Gilean, led by the enigmatic Astinus who endeavors to compile the collective knowledge of Krynn into written records. Palanthas also once hosted a Tower of High Sorcery and was the site of a pivotal battle during the War of the Lance. Notably, the High Clerist's Tower, a remnant from the Age of Might, played a crucial role in this conflict. Solamnia receives valuable supplies of gems and precious metals from the dwarven nation of Kayolin, with whom they enjoy a strong alliance. The Dragon Empire views Solamnia as a threat due to its military prowess and rich magical heritage. The community has historically isolated itself from the rest of the world since the Cataclysm, further contributing to this perception. The land of Ergoth teeters on the brink of chaos as Gellidus's dark forces gain momentum. A formidable coalition of Solamnic Knights, Qualinesti, and Silvanesti elves stand united against the draconian threat emanating from Castle Eastwatch and the city of Daltigoth, where ogres and dragonspawn toil under Gellidus's iron grip. A glimmer of hope arises in the form of Teyr, a fledgling nation forged by and for draconians. This nascent society thrives on the principles of military discipline and civilian oversight, even as its people adapt to life beyond the battlefield. The discovery of female draconian eggs has imbued Teyr's leaders with a renewed sense of purpose, driving their pursuit of autonomy and self-determination. Meanwhile, in the mountains of Neraka, Thoradin boasts a sturdy presence through its fortified stronghold, Zhakar. Severus Stonehand, a stalwart dwarf leader, spearheaded an insurrection against his own people's tyrannical Council of Thanes. His unwavering commitment to justice and discovery has earned him a revered position within Thoradin's government. In a bid for security and prosperity, the dwarves of Thoradin have forged an alliance with the Knights of Neraka, exchanging fine craftsmanship for military protection against the ogre nations of Blode and Kern. In southwestern Ansalon, the dwarven realm of Thorbadin stands out as a grand metropolis, comprising eight major cities, sprawling warrens, fortified gates, and an underground sea. Governed by a council of Thanes led by a High Thane, this realm is larger than many surface nations. The traditional clan-based system has a Thane for each dwarven clan, excluding the Neidar due to the Dwarfgate Wars 400 years ago. Noble and hero burials take place in the Valley of the Thanes, accessible through tunnels, with sealed tombs blending into the surrounding rock. After the War of the Lance, Thorbadin forged alliances with Qualinesti elves and played a crucial role in the demise of the Green Dragon Overlord. As a buffer nation between Estwilde and Solamnia, it comprises mostly plains and bogs, home to hobgoblins who operate under a system of roving bandit leaders. Throtl's sole great city, Throt, views smaller tribes as primitive savages. The aftermath of the Chaos War sees primordial creations roaming free, posing a threat to all. That's just part of it, but the right spells are crucial too, aren't they? I mean, blasting might seem appealing, but it's actually really inefficient because it just tickles monsters at higher levels, which isn't as effective as using a Save or Die spell or controlling the battlefield with Solid Fog. So, what does DLCS fix and how? It's all about the Lightning Lance! Let's take a look. The potential for abuse is clear: each lance is like applying three extra caster levels to a normal damage spell, plus adding three dice on top. Additionally, Lightning Lance doesn't scale linearly - its power doubles at CL 10 and triples at 15. This means it's super friendly to metamagic, multiplying all effects by the number of lances. Twinning the spell (launching it twice) gives you six lances, while Empowering it multiplies every die by 1.5. So, if you use Reserves of Strength on this spell, you get an additional 9d6 dice and can multiply any further CL boosts by three. Plus, you might even lift the cap on the number of lances you can throw, allowing for some crazy damage potential. Similar tricks can be done with Scorching Ray and Elemental Dart from the PHB. If I were a blaster wizard, DLCS would be my go-to book for selecting material after finding a decent CL-boosting Prestige Class. Sargonnas is the Lawful Evil god of vengeance, strength, rage, and conquest, demanding strict obedience from his followers. He's often worshiped among Minotaurs, who view him as an entirely separate deity. His clerics are sought out by those seeking vengeance or help in times of hardship and war. His favored weapon is the greataxe, and his domains are Evil, Fire, Law, and War. I'm not sure where the Fire part comes in; Strength seems more fitting. Sargonnas also has strong volcanic associations. Thoughts so far: I feel like... The pantheon is a diverse but somewhat uniform collection of deities. While some are innovative and intriguing, many share similarities. Certain favored weapons, like quarterstaffs, are overused, and some portfolios overlap too much. The varied freelance contributors might be partly to blame for this sameness. Notably, Majere and Chemosh stand out with a different tone, heavily influenced by the Appendix to Dragons of a Vanished Moon. The OD&D/1E-era gods were designed with specific character classes in mind. On a positive note, I appreciate how undeath was made more appealing by implementing Chemosh's teachings and the inability to travel to the Outer Planes. This adds depth to his dogma and makes it believable for desperate characters. My goal when writing Majere and Chemosh was to highlight their opposing portfolios – faith vs. doubt, wisdom vs. despair. I also aimed to create a more sinister evil deity in Chemosh, intentionally deceiving his followers.